



BETWEEN BYTES

THE JOURNAL OF THE JERSEY ATARI COMPUTER SOCIETY.

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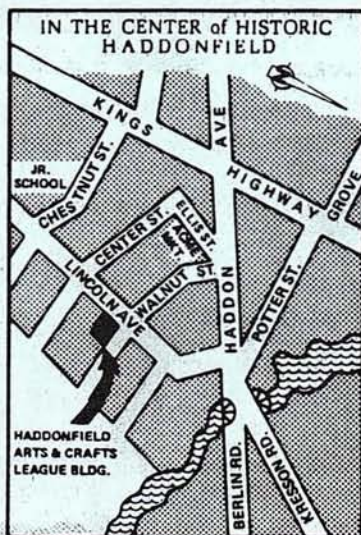
**NEXT MEETING
WED, JUNE 17,
7:30 PM**

**CURT FICKENSCHER
DRIVES "RACING
DESTRUCTION SET**

**FLIGHT SIMULATOR
II - 8 BIT VS ST
A COMPARISON BY
FORREST BLOOD**

**KEN ADAMS
DEMOS TEXTPRO
WORD PROCESSOR**

**Q&A FORUM AND
TECH CORNER**



**JACS MEETS THIRD WED.
EACH MONTH**

MEETING NOTES

KENNETH ADAMS, PROGRAM DIRECTOR

This month, Racing Destruction from Electronic Arts. Curtis Fickenschner, our JACS BBS System Operator, will show us the program he got as a Christmas present last December from JACS.

Racing Destruction is a 1 or 2 player racing game that allows you to design your own track and racing vehicle. You can race against the computer or another person. During the course of the game, each vehicle is displayed on a split screen from a viewpoint outside the vehicle. You can play using two different sets of rules. The rules you can choose are either racing or destruction. Racing mode is a normal race. Destruction mode is where the fun begins.

Besides the rules you'll use, you can set other characteristics of the racing environment like track difficulty, driver skill level and the level of gravity. Yes, that's right, you get to set the amount of gravity by choosing from a list of planets and moons on which to race.

Racing Destruction comes with 50 pre-programmed tracks and allows you to design your own. You design the track section by section with a choice of 9 different types.

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BETWEEN BYTES and ST POTPOURRI are published for the members of Jersey Atari Computer Society (JACS) and other computer clubs on an exchange basis. JACS is a non-profit organization devoted to the exchange of public domain information, ideas and the common interests of Atari computer owners, and is in no way affiliated with Atari Corp., or any other commercial organization. The views expressed herein are the sole responsibility of each author, and do not necessarily represent the views of JACS. Articles not copyrighted may be reprinted provided proper credit is given the author and JACS. Newsworthy material should be mailed to:

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BETWEEN BYTES
JUNE 1987

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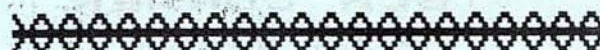
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A NOTE FROM THE PRESIDENT

Well, I've got two important subjects to cover this month. First off, this is the month JACS holds it's nominations. If you wish, you may run for any elected office. The official slate this year will be:

President
Vice President
Secretary
Treasurer

Please be advised that ALL of the positions listed above will be vacated by the current officers. No, we're not giving up on JACS, we've simply stepped aside to give YOU, the membership, an opportunity to guide the group in new directions. This is a golden opportunity for those of you who have new ideas for the club, and would like to try them out.

Our current Vice President, Secretary and Treasurer have all served the club for at least two terms, the maximum allowable under current JACS rules. I am not seeking re-election because I can no longer devote the time required to keep the club moving along, due to a change in my work schedule. I am not leaving the club, and I'll probably be involved in some other position in JACS.

JACS is also looking for an editor for the ST Potpourri. Mark Wetzel won't be able to handle the responsibility this upcoming year. We're also looking for a replacement for Dan Boris, our Reference Librarian, who has done such a great job organizing the JACS Library. Dan has recently enrolled in additional school courses and he can't manage the club's library in addition to

the extra school work. If you're interested in any of the above positions, please call either me or the current officer whose position you want to run for.

The second topic I want to cover this month concerns JACS and another Atari User's Group in South Jersey - SJACE, formerly known as BAUD. SJACE is devoted to the 8-bit Atari line only, and they currently meet in Pemberton. Some of JACS members are also members of SJACE, which is perfectly OK with us - a little competition only keeps us on the ball. I should point out that they currently publish one of the largest newsletters this side of Current Notes.

The problem starts when the other group starts copying disks from our library, and distributes them for less money. What I'm referring to basically involves our Disk of the Month. JACS currently spends a sizable amount of money on Public Domain programs. Last year alone we paid \$204.95 out of our treasury. We select what we think will be the most popular and useful programs from a variety of sources and create our Disk of the Month, which we sell for \$4 a copy. SJACE buys OUR disk, and distributes it the following month for \$3. No wonder they can sell our disk for less than we can, they're only investing \$4 a month while we're investing $\$204.95/12 \text{ months} = \$17.08!$ Next time you're at a SJACE meeting, please keep in mind who financed *their* disk of the month.

My second grievance against SJACE involves their method of soliciting new members. SJACE has recently sent out a flyer to selected current members of JACS. SJACE has used OUR membership list to send out an invitation to their meeting. This is clearly not the way we intended our membership list to

(cont. on page 4)

accommodate the entire membership, and a second room which would be used to hold the ST members. The large room would be used for the JACS business part of the meeting, which all members would attend. After this is accomplished, the group would separate into two rooms, the larger accommodating the XL/XE audience and the smaller accommodating the ST audience.

The following members promptly volunteered to form the site committee: Jim Cummings, Matt Dranchak and Maureen Kelly.

The membership generally decided that it was a better idea to hold one meeting, the initial part of which would cover club business, and the remainder of which would cover the XE/XL line or the ST series. They also felt that it would not affect the club's integrity if separate trial ST meetings were to be held during June and July, to help the executive committee in forming a well rounded final proposal in July.

The site committee and the executive committee will present their final proposal in next month's newsletter, which will be voted on by the membership at July's JACS meeting. Please keep in mind that no matter what the outcome of this vote is, JACS is NOT splitting into 2 separate groups, and they are NOT abandoning their support of the XL/XE line. We are merely evolving into a different type of group with the same original goal - JACS is devoted to the exchange of public domain information, ideas and the common interests of all Atari computer owners.

After this discussion, the meeting broke for a short intermission. After the break, Matt Dranchak gave us all a peek at a fast action baseball simulation from Accolade, called Hardball. The

program will operate on any 8-bit Atari with at least 48K, and allows you to play the game solo, or with an opponent. The program includes a wide range of players, and even includes a complete set of statistics on each one. Matt said the computer was a difficult opponent, and you would have a difficult time beating it without a good deal of practice. Matt also gave us all a few hints and pointers on how to achieve better scores.

I then showed the membership a new, faster version of Basic for the ST called GFA Basic. GFA Basic was written by Frank Ostrowski, the same person who brought you Turbo Basic for the XL/XE series. This version is considerably larger than the XL/XE version, and is not in the public domain. GFA Basic is distributed in the United States by Michtron, and it includes a recently revised manual which is nearly 300 pages long.

I showed the membership a few demonstration programs which showed off the speed and flexibility of this new Basic. I ran one program which generated a 3D view of a man's hat, through the use of a few complex math formulas. The original program required nearly 8 HOURS to complete on an Atari 800 using Atari Basic, but required only 4 MINUTES to finish on the ST! GFA Basic includes nearly 250 commands, some of which allow you to easily access GEM, AES and VDI calls to the operating system which draw alert boxes, menu boxes, access the mouse, etc. I can easily recommend this Basic to anyone who owns an ST, and has some prior Basic programming experience.

A copy of the May issue of Antic with disk and ST-Log were awarded as door prizes, along with CrossFire and \$16 from our 50/50 drawing. The meeting adjourned around 10:00 p.m.

Meeting Notes (cont. from Front Cover)

Straight, curves, forks, crossovers, jumps, variable width, start, finish and blanks. Each individual section can have a different surface, pavement, dirt or ice. You can also set the height and angle of each section.

Then you get to choose your racing vehicle. It can be a stock car, can-am, Indy grand-am, Stingray, jeep, a street or dirt motorcycle, a baja bug dune buggy, a pick-up or a lunar rover. You can choose street, knobby, spiked or slick tires for your vehicle.

You can choose the size of your engine in cc's from 0cc all the way up to 8,200cc, depending on the type of vehicle. Each engine size has different characteristics and as you select different sizes the program displays the different performance characteristics for you. It displays statistics like weight of the engine, top speed, acceleration in seconds from 0mph to 60mph, shock strength required and how well the engine and vehicle performs on pavement, dirt and ice surfaces.

Finally, you can equip your vehicle with options. No, not a AM/FM cassette stereo. You get to choose from such things as land mines, armor, crushers and oil for slicking the road surface to cause your opponent some difficulty.

After we explore fun on the ground with Racing Destruction we'll take flight with a head-to-head comparison of Flight Simulator on a Atari 8-bit and an ST. We'll take a look at Flight Simulator from Sublogic with Forrest Blood and see what the big deal is with these Atari ST's.

Modern day snake-oil salesmen at the Trenton State Computer

Show??? Are con-men descending on a college? Something fishy is going on and it looks like a consumer warning is in order.

Also this month we've got another high quality public domain wonder program. It's a word processor called TextPro, and let me tell ya, if you haven't bought a word processor yet, DON'T! If you already bought one plan on switching, 'cause this one is hot.

Up until now I've been using AtariWriter to write these Meeting Notes and my column, but for now on I'm using TextPro. It's the most powerful word processor I've used on the Atari 8-bits and it's most amazing feature is it's price --- FREE!!

Check out these features. First of all it's got a full keyboard macro capability, allowing you to program your own control, function and help keys. With macros you can attach any string of keystrokes to a single key. It has a full DOS command menu with a point and shoot alphabetical file list. It has a cut and paste buffer, insert and overwrite modes, search and replace, justification, headers, footers, page numbers, block right, centering and a file link feature for printing large documents. With TextPro you can configure you own custom startup settings like screen colors, macro files and if you don't like the standard Atari character set you can use your own character font file. TextPro is completely device independent and works with just about any disk drive and DOS including SpartaDOS's time/date stamps and sub-directories.

You can use TextPro to edit a file, even object code files. And, if TextPro can't do something you want, you can extend it with

Additional features of your own. TextPro Extensions are object code programs that can be linked into TextPro to add new features. Extensions that come with TextPro add features like a keyboard buffer, the ability to do a Binary Load, Exit to Basic or read a disk directory into your document, English error messages and extended DOS features. Extensions are included that are designed to take full advantage of the special features of some DOS's and hardware enhancements. So if you want a real word processor, don't miss this meeting because TextPro will be available as a JACS Disk of the Month.

Don't miss out on all the fun on the ground and in the air and don't forget to help out your favorite user group by picking up your copy of the JACS Disk of the Month.

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MEMBERSHIP NOTES

by Jon Rodman

With the June meeting on Wednesday comes the beginning of our 1987-1988 membership drive. The JACS membership year runs from August through July, so if your Between Bytes address label says "07/87" in the upper right-hand corner, it's time for you to renew.

Dues have been set at \$22 for the coming year. This represents only a \$2 increase from the previous year, which will help the club to absorb the higher printing costs we are having to pay for each issue of Between Bytes. Printing and mailing costs, in fact, represent the largest burden on the Club treasury and use up almost 100% of all of our income from dues.

As we've done in the past, we are offering a special prize as incentive for members to renew early. We'll have a drawing at our August meeting from the names of those who renewed during June and July, the winner to receive FREE a year's worth of JACS' Disk-of-the-Month, either 8-bit or ST.

JACS needs your support! If you can't make it to the meetings, you can send your check, payable to JACS, to me at 42 Trout Way, Medford Lakes, NJ 08055.

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Genuine Panasonic Ribbons - Black	\$ 12.95
Panasonic Ribbon - Assorted Colors	\$ 12.95

Newsletter Review

by Daniel Boris

I announced at the last meeting that I am giving up the job of reference librarian. The club is going to need someone to take over the job, so if you are interested talk to me at the meeting, or call me. It is not a difficult job, you just have to bring the exchange newsletters to the meetings and write an article each month reviewing the newsletters. I did not receive many newsletters this month, but here is what I do have:

Oregon Ace (May '87)

- A review of Roadwar 2000 and Chessmaster 2000.
- A review of Microleague Baseball II for the ST.

- A review of First CADD for the ST.
- An article on the ST's DMA port.
- an article on the Midi-Maze game for the ST.

Connect (June '87)

- An interview with Trip Hawkins of Electronic Arts.
- A review of The Pawn for the 8-bit.
- Reviews of Golden Path, and Colonial Conquest for the ST.
- A review of the Computereyes video digitizer for the ST.
- A review of Qwik Pix.

Computah (Jan '87)

- A review of the Chipmunk disk copier.
- An article on Basic programming.
- Atariwriter+ printer drivers.

That's all for this month, See you at the meeting.

A Note From the Editor...

I hope that all of you will be able to attend the next meeting. One of the things that we will be discussing will be the proposed splitting of the meeting into separate 8 bit and ST presentations. We are going through a critical time in our club. Many clubs have not been able to survive the inevitable drifting of people into 16 bit or 8 bit factions. The executive committee and those members present at our last meeting have proposed what we hope will be a workable solution. But we need your voice. This is *your* club. Come to the June meeting so that you can help direct where the club will go from here.

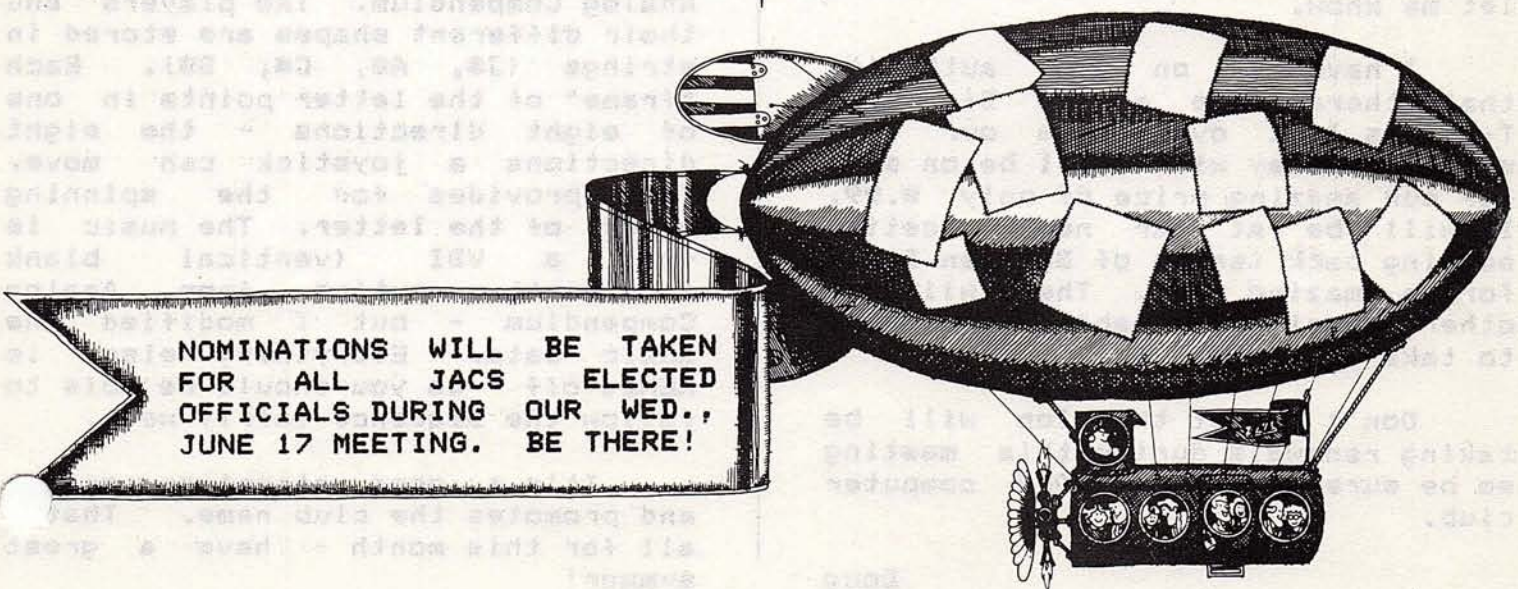
An excellent way of guiding the club would be to put your name in nomination for one of our elected offices. As you know, (if you read Forrest's column), all four offices are up for grabs this year. This is your golden opportunity to serve JACS and serve in a leadership role to one of the region's finest user's group. In addition, there are a



number of non-elected positions opening up. It is *YOU*, the membership that must fill those positions. Remember that without *YOU*, there is no JACS.

The first trial ST meeting will be held on Tuesday, June 16 (see the map on the back page of the ST Potpourri for directions). If you are planning to attend the ST meeting on Tuesday, please do not make it at the expense of not attending the Wednesday meeting. Because of time constraints at the library, NO business will be discussed there. Don't let other people make your decisions for you.

I have been doing some research on ways of improving the newsletter. Most of you have expressed a desire to see a bigger newsletter each month. Unfortunately, I am not getting any more articles than when I started as editor. In recent months we have been giving disks of the month to anyone who writes an article that is published in Between Bytes. This was done in hope that



more people would write for the newsletter. While there have been a few responses, as a whole, the program has failed. This offer may be dropped in the next few months due to lack of interest. I am not asking for "War and Peace". Nor do I expect you to write like Webster. I do think that since this is *your* club and that this is *your* newsletter, *YOU* should do some of the writing.

In the next few months I would like to make some changes in the newsletter to improve it's quality. Before I propose anything I would like to find out what the membership thinks of the newsletter. Please let me know what you would like in the newsletter and how you would like it to look. If you attend the meeting, you can talk to me then. If you don't, the best way to contact me is via the JACS BBS. I would also like to see the costs of printing and mailing Between Bytes go down. Paying for the newsletter is one of the biggest expenses of the club. It would help the club greatly if we could do it cheaper. If you have any ideas on how to save money without sacrificing quality, let me know.

I have it on good authority that there were a few Dig Dug T-shirts left over from our last meeting. They will still be on sale for our amazing price of only \$.99. I will be at our next meeting selling back issues of Between Bytes for an amazing \$.99. There will be other bargains available, so be sure to take advantage.

Don't forget that Jon will be taking renewals during this meeting so be sure to support *YOUR* computer club.

Doug

*** The Programming Zone ***

> JACS DEMO <

BY: LARRY NOCELLA

Most of you JACS members have probably seen that program with the goofy music where the four letters in JACS bounce up and down and spin around the screen. (The program's been run at fairs and such to show off JACS' name). That program is in BASIC - but was compiled (that is, changed to machine language and made faster) when you saw it. Here is the original BASIC program. It is very straight forward and uses some bad programming techniques. I wrote it that way because I was in a hurry, and the program was going to be compiled, so I didn't care about it's BASIC speed.

The letters are player - missile graphics. PMG's, as they're called, are too complex for me to explain. (I barely understand 'em myself)! But there are many good books on the subject out there. Anyway, I used Tom Hudson's Player Mover from the Analog Compendium. The players and their different shapes are stored in strings (J\$, A\$, C\$, S\$). Each "frame" of the letter points in one of eight directions - the eight directions a joystick can move. This provides for the spinning effect of the letter. The music is from a VBI (vertical blank interrupt) routine from Analog Compendium - but I modified the music data. Everything else is REMed off - so you should be able to follow the sequence fairly well.

It's a good attention getter and promotes the club name. That's all for this month - have a great summer!


```

1 REM * JACS DEMO (C)1986 *
2 REM * BY, LARRY NOCELLA *
10 GRAPHICS 0:POKE 712,2:POKE 710,0:PO
KE 709,12:POKE 752,1:POKE 82,1:?
20 DIM X(3),Y(3),D(3):POS=28000:PAUZ=1
0
30 BREAK=PEEK(16)-128:IF BREAK<0 THEN
GOTO 50
40 POKE 16,BREAK:POKE 53774,BREAK
50 DIM PMOV$(100):RESTORE 350:FOR I=1
TO 100:READ X:PMOV$(I)=CHR$(X):NEXT I
60 HI=8:Z=64:DIM J$(Z),A$(Z),C$(Z),S$(
Z)
70 RESTORE 400:FOR I=1 TO 64:READ X:J$
(I)=CHR$(X):NEXT I
80 FOR I=1 TO 64:READ X:A$(I)=CHR$(X):
NEXT I
90 FOR I=1 TO 64:READ X:C$(I)=CHR$(X):
NEXT I
100 FOR I=1 TO 64:READ X:S$(I)=CHR$(X)
:NEXT I
110 ? "
";
120 ? "
";
130 ? "
";
135 ? "
";
140 ? "
";
150 ? "
";
160 ? "
";:POSITION 1.17
165 ? "
";
170 ? " Program ||| Jersey
";
180 ? " by. ||| Atari
";
190 ? " Larry ||| Comp
uter ";
200 ? " Nocella / | \ Soc
iety ";
210 ? "
";:POSITION 2.10
220 PMBASE=INT((PEEK(145)+3)/4)*4:POKE
54279,PMBASE
230 PMB=PMBASE*256:POKE 559.46:POKE 53
277.3:GOSUB 9990
GOTO 600
340 REM *** PMOV$ DATA ***
350 DATA 216,104,104,104.133.213.104.2
4.105,2,133,206,104,133.205.104.133,20

```

```

4.104,133,203,104,104,133.208
360 DATA 104.104,133,209.104.104.24,10
1.209,133,207,166,213,240.16.165.205,2
4,105.128,133,205,165,206.105
370 DATA 0.133,206.202.208.240.160.0,1
62.0,196,209,144,19,196.207.176.15.132
,212.138.168,177,203,164
380 DATA 212,145,205,232.169.0.240.4.1
69,0.145.205.200,192.128.208.224.166.2
13.165,208.157,0.208.96
390 REM *** PLAYER DATA ***
400 DATA 126.126.24.24.24.88.120.56.24
.28.14.159.187,240.224.64.0.99.195.255
.255.3.3.0
410 DATA 112,224.112.59.31.14.28.24.28
.30.26.24.24,24,126,126.2.7.15.221.248
,112,56,24
420 DATA 0.192,192,255.255.195.198.0,2
4.56,112.248.220,14,7,14
430 DATA 24.60.102,102.126.126.102.102
.30.63,115,243,223,142,28.56.0.252.254
,51,51,254.252,0
440 DATA 56.28,142,223,243.115.62.30.1
02.102,126.126.102,102.60.24.28.56.113
.251.207,206.252.120
450 DATA 0.63.127,204,204.127.63.0.120
.252.206.207,251,113,56.28
460 DATA 24,60,126,96,96.126.60.24.12,
30,63,115,224,224,112,48,0.60.126.231,
231,102,36,0
470 DATA 48.120.252.206.7.7.14.12.24.6
0.126,6.6.126.60.24.12.14.7.7.206.252,
120.48
480 DATA 0,36.102.231.231.126.60.0.48,
112.224.224,115.63.30.12
490 DATA 60.126.96.120.30.6.126.60.12,
14.31.155.217,248,112,48,0.78.207.219,
219.243.114.0
500 DATA 56.112,224.252.63.7.14.28.60,
126.96.120.30,6.126.60.12.14.31.155.21
7.248.112.48.0,78
510 DATA 207.219.219.243.114.0.56.112,
224.252.63.7.14,28
515 REM *** END PLR DATA ***
600 POKE 704.68:POKE 705.42:POKE 706.2
14:POKE 707,148
610 FRM=1:FOR I=0 TO 3:X(I)=0:Y(I)=37:
POKE 53256+I,1:POKE 53248+I,0:NEXT I
615 REM *** POSITION "J" ***
620 X(0)=120:FOR I=0 TO 13:Y(0)=Y(0)+1
:GOSUB P05:NEXT I
630 FOR I=0 TO 35:X(0)=X(0)-1:GOSUB P0
5:NEXT I
635 REM *** POSITION "S" ***
640 X(3)=120:FOR I=0 TO 28:Y(3)=Y(3)+1

```



```

:GOSUB POS:NEXT I
650 FOR I=0 TO 35:X(3)=X(3)+1:GOSUB POS:NEXT I
655 REM *** POSITION "A" ***
660 X(1)=120:FOR I=0 TO 18:Y(1)=Y(1)+1:GOSUB POS:NEXT I
670 FOR I=0 TO 12:X(1)=X(1)-1:GOSUB POS:NEXT I
675 REM *** POSITION "C" ***
680 X(2)=120:FOR I=0 TO 23:Y(2)=Y(2)+1:GOSUB POS:NEXT I
690 FOR I=0 TO 12:X(2)=X(2)+1:GOSUB POS:NEXT I
695 REM *** BOUNCE! ***
700 FOR I=0 TO 3:D(I)=1:NEXT I:CT=0
710 FOR I=0 TO 3:Y(I)=Y(I)+D(I):IF Y(I)>75 OR Y(I)<48 THEN D(I)=0-D(I)
715 NEXT I
720 GOSUB POS
760 CT=CT+1:IF CT>=176 THEN CT=0:GOTO 780
770 GOTO 710
775 REM *** SPIN! ***
780 FOR FRM=1 TO 8
790 GOSUB POS
830 NEXT FRM:CT=CT+1
840 IF CT<15 THEN 780
850 FRM=1:GOSUB POS
855 REM *** BOUNCE! AND SPIN! ***
860 FOR X=1 TO 300:NEXT X
870 FOR I=0 TO 3:D(I)=1:NEXT I:CT=0
880 FOR I=0 TO 3:Y(I)=Y(I)+D(I):IF Y(I)>75 OR Y(I)<48 THEN D(I)=0-D(I)
900 NEXT I
910 FRM=FRM+1:IF FRM>8 THEN FRM=1
920 CT=CT+1:GOSUB POS
940 IF CT<=176 THEN GOTO 880
950 FOR X=1 TO 300:NEXT X
955 REM *** EXIT SCREEN! ***
960 X(0)=X(0)-1:X(1)=X(1)-1:X(2)=X(2)+1:X(3)=X(3)+1:GOSUB POS
970 IF X(0)>3 THEN GOTO 960
980 X(0)=0:X(1)=0:X(2)=0:X(3)=0
990 GOSUB POS:FOR X=1 TO 300:NEXT X
1000 GOTO 600:REM *** DO IT AGAIN ***
9980 REM *** MUSIC STUFF ***
9990 RESTORE 10000:FOR I=1536 TO 1552:
READ A:POKE I,A:NEXT I
10000 DATA 104,169,0,133,192,133
11000 DATA 194,160,32,162,6,169
12000 DATA 7,32,92,228,96
14000 RESTORE 15000:FOR I=1568 TO 1619:
READ A:POKE I,A:NEXT I
15000 DATA 230,192,166,192
16000 DATA 224,12,144,5,169,0

```

```

17000 DATA 141,1,210,224,15,176
18000 DATA 3,76,98,228,169,0
19000 DATA 133,192,166,194,189,96
20000 DATA 6,141,0,210,169,166
21000 DATA 141,1,210,230,194,166
22000 DATA 194,224,32,144,4,169
23000 DATA 0,133,194,76,98,228
24000 RESTORE 25000:FOR I=1632 TO 1664:
READ A:POKE I,A:NEXT I
25000 DATA 121,96,81,72,68,72,81,96
26000 DATA 121,96,81,72,68,72,81,96
26510 DATA 91,72,60,53,50,53,60,72
26520 DATA 91,72,60,53,50,53,60,72,91
27000 X=USR(1536):RETURN
27800 REM *** POSITION "JACS" ***
28000 QXZ=USR(ADR(PMOV$),0,PMB,ADR(JS(
FRM*8-7,FRM*8)),X(0),Y(0),8)
28010 QXZ=USR(ADR(PMOV$),1,PMB,ADR(AS(
FRM*8-7,FRM*8)),X(1),Y(1),8)
28020 QXZ=USR(ADR(PMOV$),2,PMB,ADR(CS(
FRM*8-7,FRM*8)),X(2),Y(2),8)
28030 QXZ=USR(ADR(PMOV$),3,PMB,ADR(SS(
FRM*8-7,FRM*8)),X(3),Y(3),8)
28040 RETURN

```

ARTICLES TO BE INCLUDED IN THE JULY ISSUE OF BETWEEN BYTES MUST BE RECEIVED BY JUNE 24. MATERIAL RECEIVED AFTER THAT DATE MAY BE UTILIZED IN A SUBSEQUENT ISSUE.

THANK YOU

We sincerely thank the following contributors for the articles included in BETWEEN BYTES this month:

Forrest Blood, Larry Nocella, Ken Adams, Daniel Boris, and Jon Rodman.

The persons mentioned above will be receiving a free Disk of the Month to thank them for their contribution.

THE JERSEY ATARI COMPUTER SOCIETY'S



POTPOURRI

VOL.2 NO.3

MAY/JUNE'87



Welcome to our

STTM

computer

ST SOFTWARE

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. E L C Y C R E P U S .
. D E E P S P A C E B .
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. K W I M N K A R M E .
. E O V S T T E R M A .
. R P R W A S O A W D .
. S P E I S A I I P E .
. E I S N I A D D T R .
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. R D I A C H O A I D .
. U U S M A A C R N S .
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SUPERCYCLE

DBMAN
HACKER
LEADERBOARD
PRINTMASTER
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TEXTPRO

Cover by Irv Feinberg

WHAT HAPPENED??

The last issue of BETWEEN BYTES was to include this issue of ST POTPOURRI, but, Mark & myself wanted to take an Easter break. So we did!! The nice thing about it is, that we didn't ever miss an issue, as you see this is the MAY/JUNE '87 issue. Enjoy.

Bob Whipple (<:*) & Mark Wetzel (<:;+)

ST MEETING NOTES

The SPECIAL trial ST JACS MEETING will be held at the Camden County Library, in the Public Meeting Room on the 3rd floor from 6:45pm to 9:00pm. See the map in this issue for directions.

The meeting will consist of the following:

A demo of K-SWITCH by Jim Cummings.

(See review in this issue)

A demo of ST ALADDIN by Bob Whipple.

A demo of VIP Professional by Jon Rodman.

A demo of HARDBALL by Bob Cramer.

And, time permitting, impromptu demos by the membership, so bring your software and show us a thing or two!!

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UNITED WE STAND, DIVIDED WE FALL

I have thought about this situation, what seems like a long time now, since I was the President of JACS. I mulled this over in my mind time, and time again but, there is no real solution because there is no problem.

I have been with JACS since its inception, or at least pretty close to it. I have seen JACS stumble. I have seen JACS recover from that stumble. I have seen JACS in it's almighty splendor and I have seen it at the crossroads.

What I see now, is a concern, which is understandable, and I see a new growth. The concern is from the 8 bit members, wondering if this is the death of their 8 bit user's group and the birth of a new "ST" user's group. My answer to this is BULL!

The main function, purpose, whatever, is to support Atari Computer owners. To provide a forum for ALL. With the new MEGAs and the PCs just around the corner, this new SITUATION will hang heavy with the ST members, as this one does with the 8 bitters.

These trial "ST" meetings (June & July) at the Camden County Library are just that, a trial. The ideal meeting is to keep ALL members in two rooms in one building so that the members can attend the meeting of THEIR choice after club business. This is not just my feelings, but of the entire JACS executive board. We can ALL grow and learn from this situation, let's not pass it by.

Bob Whipple
ST Coordinator.

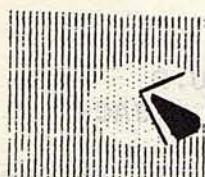
PICSWITCH 0.7 by Daniel Boris - JACS

Any ST user that is at all interested in graphics will soon find out that there are quite a few different graphics programs on the market. He will also discover that most of the programs can't use pictures files created with other drawing programs.

There is now a program which solves this problem: Picswitch. Picswitch is a shareware utility that lets you convert pictures of various formats to other formats. The program will allow you to load in the following picture formats: Degas, Degas Elite compressed, NeoChrome, Tiny compressed, Nvision, Vidtex RLE, 8-bit graphics 8 and 9, 8-bit Koala, and 8-bit Micropainter. Picswitch can also load Macintosh and Amiga pictures.

When loading Mac pics into medium or low rez. you can scroll the picture up and down so you can see the whole thing, or you can compress the entire picture vertically into one screen. When you load Amiga pics you can view any of the 6 color bit planes that make up an Amiga picture. Once you have loaded in a picture you can save it out in the following formats: Degas, Degas Elite compressed, NeoChrome, and NVision 'page' files. You can also save out the picture in any of the ST's three resolutions.

Picswitch also has the ability to print out the pictures you load in. The program directly supports any Epson compatible printer, or you can create printer drivers for almost any dot matrix printer. Some of the feature I have described above are only available in version 0.7 of the program and are not supported by the earlier versions.



ST BITS & PIECES

Irv Feinberg

Atari has signed an accord with Manhattan Graphics to port its desktop publishing software from the MAC to the ST. Atari is also in negotiations with another vendor for an additional desktop package. Atari reaffirmed its earlier target goal of pricing the entire system CPU, LASER PRINTER and SOFTWARE at under \$3000. It is to be ready by July. Manhattan Graphics is the publisher of READY, SET, GO. It is supposed to be a well written viable alternative to other, higher-priced product.

Springboard Software is jumping on the bandwagon with an Atari version of CERTIFICATE MAKER and CERTIFICATE LIBRARY VOL.I Suggested list is \$49.95 for Certificate Maker and \$34.95 for the library. The combined programs provide more than 300 pre-designed certificates, awards, diplomas and licences covering business, academic and athletic achievements. Each certificate can be personalized. The user selects a title or headline and a border to frame it, enters a personalized message, and fills in the signature and date line. Certificate Maker provides, more than 200 certificates and 24 border choices.

If you didn't buy Atari's initial public offering---- well, they are going overseas for a \$75 million debt offering. One aim is to raise money for acquisitions. Atari recently purchased a stake in NSI, a chip and board maker in Marlborough, Mass. NSI supplies chips for Atari's PC's. NSI's intent is to keep clones strong in the wake of IBM's new computer line.

Who can be the first to tell me the name of a famous computer founder who first worked for Atari?

Call if you know!

DO NOT READ THIS By Brian Colflesh - JACS

At the May JACS meeting, Forrest Blood (president) brought up the test-run of an ST section of the group. A room had been obtained at the Camden County Library in case the Arts & Crafts League decided to kick us out, and since they didn't, it was suggested that we use this opportunity to separate the ST demos from the 8-bit demos.

Several motions were put forth, and even some arguing about proper procedure for voting, how many motions could be on the floor at once, etc., but the "red tape" was finally cleared, and a vote was taken; the vote was in favor of trying out a meeting at the library for ST users.

The current plan is to act as if the ST members simply had their meeting in the back room the same day as the normal JACS meeting, but in a different building the day before. Nothing else should change, and the moment all votes, notifications, etc. will be performed at the normal JACS meeting in Haddonfield.

The library, although it costs only \$5 per month, has a disadvantage: since it is county property, no money may be collected. JACS makes a fair part of its income from disk sales and door fees, so this loss requires making the money some other way. The only way suggested was to collect the fees for the ST users with the membership, so that the membership would be \$40 for an ST user, and about \$20 for an 8-bit user. ST users would apparently be able to attend the 8-bit meeting free (they already paid with their membership), and any 8-bit user who paid for the 8-bit meeting could attend the ST meeting. This is not final policy, so don't write it in stone. It does seem like it will work, though.

THE
NEXT ST POTPOURRI DEADLINE
IS JULY 30, 1987

USING A SONY KV-20XBR/KV-25XBR
or
KV-1311CR Monitor with an Atari ST

Original article: Henry Katzmarek
Expanded by: Forrest Blood - JACS

Soon after I purchased my Sony KV-20XBR (a 20 inch TV/RGB monitor) over a year ago, I immediately started looking for information on hooking it up to my 520ST. After many hours of searching through BBS's, magazines, newsletters and sending letters to Sony, I finally found a solution which works. The article that follows was based on an article (SONY2.DOC) which appeared on the CompuServe Information Service.

WARNING: You are making this interface at your own risk. I have made the interface myself and it's currently working fine on my own computer; however, I cannot vouch for any problems due to changes in the computer and/or monitor, or omissions I might make in this article.

Items 3, 4, and 5 on the next page are not necessary, but they greatly simplify the construction of the interface. The joystick extension cord connectors are cut off, and the remaining 9 conductor wire is used to pass the video/audio signals. If you want to hook up the Sony KV-1311CR, then you'll need these joystick connectors to complete the interface. The phono jack board is connected to the composite video, audio in and audio out pins of the ST to simplify connection to a VCR or stereo. The project box is used to mount the phono jack board, resistors, diodes and jumper wires.

The Sony connectors can be obtained from:

Sony Factory Service
10360 Drummond Road
Philadelphia, PA 19154
(215) 637-0850

Special Notes on the Sony KV-1311CR

If you're making a cable for a Sony KV-1311CR, then you'll have to make a few small modification to the above circuit. Since neither the ST, nor the KV-1311CR has +5 volts DC present on it's video connector (pin 1 isn't connected on this monitor), you'll have to get it from somewhere else. The easiest source for this voltage is from the ST joystick port #2 - pin 7 (+5v) and pin 8 (ground).

First substitute the connection from monitor pin 1 to monitor pin 33/RGB-Normal mode select. The next step is to wire the male and female joystick connectors together, the junction being inside the project box. Connect each pair of the same colored wires together. Attach a jumper wire (within the project box) from the joystick ground wire to the ST video ground wire. Now connect another jumper wire from the joystick +5 volt wire to the wire which connects to monitor pins 29,33 and 34. Now plug the female connector into joystick port #2 and plug your joystick into the male connector.

If you've connected everything correctly, you should now get a clear, sharp picture on your Sony monitor. Enjoy.

Parts & wiring on page 6



Parts List:

Description

Source

P/N

Qty Cost

1) 470 ohm resistor, 1/4 watt or higher, 5%	Radio Shack	271-1317	2	.39
2) general purpose diode, 1N4001 or equiv.	Radio Shack	276-1101	2	.49
3) economy project box	Radio Shack	270-022	1	2.19
4) 10 foot joystick extension cord	Radio Shack	276-1978	1	3.99
5) 4 position phono jack board	Radio Shack	274-322	1	.99
6) connector, male, DIN 13 for ST (inc. tax+ship)	Sony	156094600	1	10.79
7) connector, PX34 for Monitor (inc. tax+ship)	Sony	156179000	1	25.20

Total cost 44.04

Description of Wiring from ST to KV-20XBR/KV-25XBR

Atari signal/pin----->Project box----->Monitor signal/pin

Audio out/1----->Phono jack #1 & #2----->Audio(R)+(L) in/20+24

Composite out/2----->Phono jack #3
(only works if your ST has an RF modulator) |-----<+5 volts DC/1
|----->Audio select/34

Audio in/5----->Phono jack #4 |----->Blanking in/29

Green out/6----->Green in/26

Red out/7----->Red in/25

Ground/8+13----->Ground for Phono jacks #1-#4--->Ground/3-13,15,16

Horizontal sync./9----->CR1----->R1-----|
(CR1 is the diode listed above) |
(the non-banded side of CR1 goes to the computer) |
(R1 is the resistor listed above, no polarity) |--->Composite sync./30

Vertical sync./12----->CR2----->R2-----|
(CR2 is the diode listed above) |
(the non-banded side of CR2 goes to the computer) |
(R2 is the resistor listed above, no polarity) |

Blue out/10----->Blue in/27

WARNING: +5 volts DC/monitor pin 1 does NOT get connected to composite out/ST pin 2 or audio in/ST pin 5.

K-SWITCH

Kuma Computers (\$29.95 from ANTIC Software - less from mail order dealers who import the English program in the original packaging)

Review by Jim Cummings - JACS

I don't know about you, but I'm always looking for a new utility, the "perfect" accessory, the ultimate application- a special something which will make my ST even more useful.

I use the ST primarily for word processing. Since there is still not a full featured WP program available for the ST (hang on, Word Perfect is on the way!), I found myself creating my files in ST Writer, saving them and quitting the program. Then, I would load THUNDER!, spell check the file and then return to ST Writer to print the file. Frustrating, time-consuming and irritating besides!

I read an ad which touted K-Switch for the ST. K-Switch is from KUMA Computers in England who have produced many of the utility and application programs ANTIC markets under their CATALOG label.

K-Switch takes your 1040 or upgraded 520ST and splits the computer into two 400K blocks, while simultaneously adding a "shared" ram disk. Normal ram disks can not be accessed from both of the computer's blocks, though floppys and presumably hard disks can. Each of the blocks is separate from the other, allowing you to run two programs at the same time-with some cautions. The cautions, unfortunately, are numerous, but the program does work and is extremely useful.

In addition, K-Switch allows you to save your entire work session and return, exactly where you left off. This also has some limitations of

Continued on page 8

Software Fair

2A Eagle Plaza
Voorhees, New Jersey 08043
(609) 627-4004

HARDWARE

Atari 1040 ST	\$995.00*
Panasonic 1091i Printer	\$265.00*
Panasonic 1080i Printer	\$195.00*
Computer Eyes	\$200.00#
Avatex 1200hc modem	\$199.95
Avatex 1200 modem	\$109.95
Supra 20mb Hard Disk Drive	\$699.00#
Atari ST Double Sided Drive	\$249.00#
Modem Cable for ST (6ft.)	\$ 23.95
Printer Cable for ST (6ft.)	\$ 23.95
* Charge Add 3% # Special Order	

SOFTWARE

Golden Path	\$37.45
High Roller	\$37.45
Balance of Power	\$37.45
Scenery Disk #7	\$17.95
M.L. Baseball II	\$44.95
10th Frame	\$29.95
Perfect Match	\$29.95
Winnie the Pooh	\$18.70
Dac Easy Acct	\$69.95
Dollars And Sense	\$74.95

ACCESSORIES

Pastel Color Paper 300 Sheets	\$ 18.95
Color Mouse Pads	\$ 8.50
Star Printer Ribbon SG-10 - Black	\$ 3.50
Star Printer Ribbon SG-10 - Assorted Colors	\$ 5.95
Epson Printer Ribbon MX,FX,RX 80 - Black	\$ 6.95
Epson Printer Ribbon MX,FX,RX 80 - Assorted Colors	\$ 7.50
Genuine Panasonic Ribbons - Black	\$ 12.95
Panasonic Ribbon - Assorted Colors	\$ 12.95

which you should be aware. Typically, I now place K-Switch on all my ST Writer disks as the only accessory present. K-Switch is funny that way. Some accessories work fine with it and there are no problems. Others don't or stop K-Switch from working properly. I am also careful of the programs placed in the "AUTO" folder. Again, some (like the auto-time for the Logikron clock card) work fine, but I suggest you experiment first to determine which accessories or auto-load programs will work. At worst the computer may head for never-never land when a "switch" is made. No one has ever mistaken me for Peter Pan so I've learned to simply avoid such conflicts. When the desktop appears, I select the K-Switch accessory and a dialog box appears which allows me to install the utility and select any options (such as the size of the ram disk, write verify on or off, etc). I then select ST Writer and begin to work. I save work in progress (or finished) to the K-Switch ram disk. At any time in the program (except when doing any I/O such as disk access, printing, or telecommunicating) I can press both shift keys and the alternate key. A dialog box appears to tell me K-Switch is active and ZAP!, a fresh desktop appears.

At that point I start THUNDER! and retrieve my file from the ram disk. Spell check complete, I again save to the ram disk, press Shift, Shift and Alternate and I'm back in ST Writer. It takes less time to do than to write about. I don't quit THUNDER! so it is always waiting for me to load in new files for checking. It saves a great deal of time, not only in the actual spell checking but also because long programs (or dictionary files in THUNDER!) do not have to be constantly loaded in or quit.

Another feature allows me to stop right where I am in a program and then return later, right where I left off. If I am in the midst of heavy

re-writing on a long document, I can shift and then choose Save Work session from K-Switch's options. It takes quite a bit of time and quite a bit of disk space (About 560K!-have a blank on hand) but it copies your entire computer setup from when you activated the switch function. When I return to the computer, I can boot a K-Switch disk again and choose Load Work session. This takes much, much less time than saving did and I am soon presented with the exact same screen I left with the same cursor position, etc. Ain't technology grand!

Admittedly, for word processing this is an interim step until a integrated WP program arrives. It is far preferable to the load, quit, load process, however. For some spreadsheet and database programs, K-Switch is a much needed utility which allows such use as the charting of interim data.

I have read at least three reviews computer magazines which have said K-Switch does not work. True, if you don't know about the accessory or auto-load situation (and the sparse manual doesn't tell you that or much else), it may not work.

Once you learn of these idiosyncrasies, K-Switch works fine and though not that perfect utility I have been looking for, it is one I use constantly. K-Switch does meet the most important criteria of any program-it meets and fulfills a real need.

Special thanks to Irv Feinberg, Jim Cummings, Forrest Blood, Daniel Boris, Brian Colflesh & Bob Whipple for their contributions to this issue and to all of the other folks who overwhelmed us with their articles. Look for them in the next POTPOURRI. Thanks again.

BERKELEY HARD DISK INTERFACE

By Brian Colflesh - JACS

A couple of months ago, Jim Cummings put up a message on the JACS BBS about the Berkeley Microsystems hard disk interface. At the time, I was thinking about buying a hard disk, and the price of \$175 sounded good--IBM hard disks are about \$200, and I thought that might be about it.

At the Trenton Computer Show, I found a hard disk and an "External System," a combination power supply/expansion box designed to allow IBM PC users to use more floppy disk drives. This would also give me a surge suppressor, so I bought the two. When Software Fair was eventually able to get through to Berkeley, they told me I would need two cables--a 34-pin ribbon with card-edge connectors on both ends, and a 20-pin ribbon cable with a card-edge connector on one end and a header-type connector on the other. When I discussed this with an IBM dealer, I found that these were the standard cables IBM PCs use to connect to their hard disks. So, those cables were easily obtained. I told Software Fair to go ahead and order the interface, and in a few weeks it arrived.

When I opened the box, I realized how much I had gotten into. The cables included were a 50-pin SCSI ribbon cable and an eighteen-inch cable to connect the interface and the ST. As you can easily find with a ruler, eighteen inches is not enough to get to the side of the computer (keep in mind the cable must bend), let alone go the foot or so I would like. I contacted Berkeley myself, and found that Atari could only guarantee success if there was less than 100 picofarads of capacitance in the cable. Round shielded cable, which has less RF interference than ribbon cable, has a high capacitance because the wires are so close together. Ribbon cable, on the other

hand, has a lower capacitance, but it can give out a great deal of RF interference. I found operating the ST on top of my hard disk unacceptable--six inches above ideal typing height is very hard on the arms. I decided I would simply move any televisions if the RF interference was too great. So, I called JDR Microdevices and ordered a 19-pin male D-connector, some ribbon cable, a hood, and a 20-pin female header and wired it up. Fortunately, it worked very well. I have not yet experienced any problems with it, so if you know an IBM dealer, are handy with soldering, and are willing to put some work into it, you can get a hard disk for \$550.

The Berkeley system also apparently has some advantages over the Atari, Supra, and Astra hard disks. The controller they sell to you is supposed to support drives of at least 30 megabytes (I use a 20 megabyte ST-225), although I have not had an opportunity to test this. Also, for the price of another hard disk and the standard IBM hard disk cables, you can add another hard disk. With the other, closed systems, you would need to buy another complete unit.

All in all, I am pleased with this interface. I have it running my BBS (The I.R.S.) at 346-0611, and it works very well. Hard disks are very convenient and fast, so if you have the money and time, I would recommend trying it.

A conspiracy of silence speaks louder than words. --

Dr. Winston O' Boogie

MATHTALK

Review by Debbie Belcastro
Atari Elite

MathTalk is one of the new childrens' educational programs with unlimited synthesized speech built into the program. You can choose to turn the speech off or on, and you can change the speech volume from the menu.

All selections from the main and sub menus can be chosen by using the words or corresponding pictures. You can create your own math pages using any of the four main math operations, (but you can not mix operations.) These tests can be opened, closed and saved, just as any other files. You are able to use these math pages to take practice tests or to receive help from "Professor Matt A. Matics."

The Game Room lets you test your skills while playing against the clock. There is also a scores menu which allows you to save your scores from the various games. I would say that this program is basically a good program, but there is definitely room for improvement. The documentation is not specific enough in many of the instructions. It may tell you what a specific menu choice can do, but does not give you step by step instructions on how to do it. It is fairly easy to figure out for someone who is used to working with a variety of programs, but a child could get stalled on some of them. It also responds very slowly to menu commands.

Considering that there aren't many educational programs out there to pick from, this would be a good one to get...with the hopes that the updates will take care of some of the problems.

Ed. note - The last issue of the ST POTPOURRI mentioned this product in the "TOP 10 ST SOFTWARE" article. We saw this review in the ATARI ELITE'S "Electronic Chronicles" Vol #3, their newsletter on disk, and felt it was worthy of reprint.

KIDTALK

from First Byte
Review by Debbie Belcastro
Atari Elite

KidTalk is one of four new educational programs from First Byte with unlimited synthesized speech built into the program. This particular program is basically a word processor program designed to be used by children and aimed at improving reading and writing skills.

It provides the basic functions of a word processor, including creating and saving files, editing and printing of files. The program provides a "guided tour" showing where everything is located and how to get started. Each of the selections in the main menu, as well as the submenus, has a picture to go along with each word choice. You can choose whether or not you want the story read back to you.

The control panel enables you to choose a male or female voice, as well as the speed, pitch and tone of the voice. The "voice" is about as well as can be expected from a built in speech synthesizer, but it does provide some "dictionary tricks" to help make some of the words sound better. I feel this program is wonderful in concept, but a little flawed in execution. It takes quite a long time to respond to commands, and the way the whole line jumps when you are backspacing over mistakes is a little annoying.

The manual should also be more thorough in how to use the word processor part of the program. A person familiar with word processors could figure it out, but a child unfamiliar with word processors might have a little trouble.

I would recommend this program to someone looking for educational programs for their child, but hope that the updates will take care of some of the "bugs."

ED. note - This review was also taken from the same issue of "Electronic Chronicles". Thanks again ATARI ELITE

EDITORIAL: SOUTH JERSEY EXPO??

By Bob Whipple - JACS

I've just finished reading the "EXPO REVIEW - a closer look at the expo" edition of the ABE's ACE's April '87 newsletter, and I must congratulate the entire ABE's ACE's E-board and membership for their efforts on a fine show. (ABE's ACE's - Allentown Bethlehem Easton's Atari Computer Enthusiasts) Let me give you a brief rundown on the article entitled "AS THE EXPO TURNS" by Dennis John.

AS THE EXPO TURNS (condensed version)

A major dispute or lack of communication between ABE's ACE president and E-board about EXPO plans causes their president to resign. Some members resign to join a NEW user's group (LVAUG) formed by the old president. Remaining officers re-group and planning continues (for a total of seven months). Atari is informed Black Patch Systems plans to rent 5-6 tables at the EXPO. Atari insists if Black Patch attends "NO DOOR PRIZE". ABE's ACE's informs Atari they can live without a door prize, and wants Black Patch to attend because of the good prices and large selection of Atari goodies they had at the Pittsburgh show in November '86. Sandi Austin then calls ABE's ACE's, and what started as no door prize is now "NO NEW PRODUCTS AT THE SHOW" and even a threat Atari may not show up if Black Patch is booked. Dennis John sends a telegram to Jack Tramiel stating he has been asked to illegally refuse Black Patch. Black Patch hints at court injunction and/or discrimination suit. Sandi Austin calls ABE's ACE's and says every effort will be made to get NEW PRODUCTS for the show and to replace the 5-6 booths Black Patch would have rented. Sam Tramiel sends a letter to Dennis John telling why Black Patch should be refused. They don't service Atari products and they are a mail order company. Atari informs that Almo, the local Atari Distributor will procure local Atari dealers for

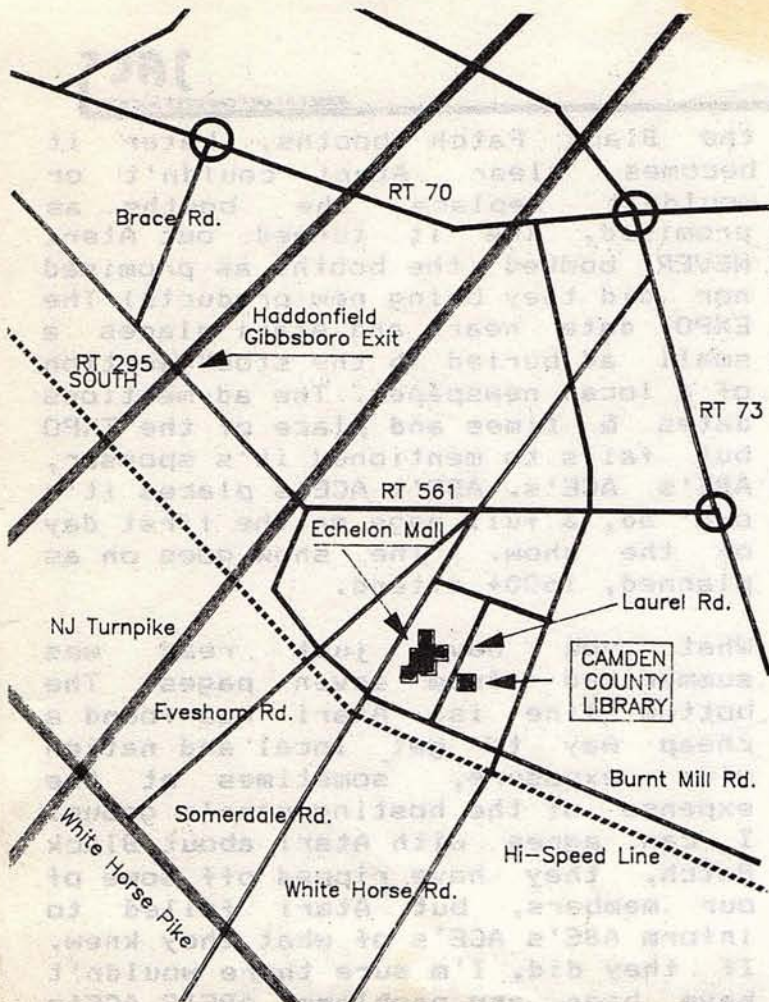
the Black Patch booths. Later it becomes clear Atari couldn't or wouldn't replace the booths as promised. (As it turned out Atari NEVER booked the booths as promised nor did they bring new products) The EXPO date nears and Atari places a small ad buried in the stock section of a local newspaper. The ad mentions dates & times and place of the EXPO but fails to mention it's sponsor, ABE's ACE's. ABE's ACE's places it's own ad, a full page on the first day of the show. The show goes on as planned, 1600+ attend.

What you have just read was summarized from seven pages. The bottom line is, Atari has found a cheap way to get local and nation wide exposure, sometimes at the expense of the hosting user's group. I can agree with Atari about Black Patch, they have ripped off some of our members, but Atari failed to inform ABE's ACE's of what they knew. If they did, I'm sure there wouldn't have been any problems. ABE's ACE's DID make a nice hunk of change. And Atari now has another user's group.

Rumor has it, that Atari wants JACS and the Philadelphia Atari User's Group to combine forces to stage another EXPO. Sounds like a good deal to me, any volunteers??

APRIL 15, 1986 REMEMBERED

When I brought Atari to our April meeting, I experienced a lot of frustration, (phone ping-pong with ATARI) anxiety, (equipment arriving 7:30pm April 14th) you name it, I had it. It wasn't a solo effort, I did have help. Our meeting was for only 400 people, no vendors, just users and Atari. It was a success, and JACS made some money, and Atari made some people happy but, I'll never regain the lost sleep or hair. Planning and managing an EXPO of that size must have driven those officers to the brink. Dennis John states in closing "I will NOT consider working on any such projects with Atari ever again". Dennis, I'm with you..



JACS

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